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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/599,637	10/04/2006	Won-Seok Yoo	56587.33	2098
27128	7590	05/01/2008		
HUSCH BLACKWELL SANDERS LLP			EXAMINER	
720 OLIVE STREET			JONES, MARCUS D	
SUITE 2400				
ST. LOUIS, MO 63101			ART UNIT	PAPER NUMBER
			3714	
			NOTIFICATION DATE	DELIVERY MODE
			05/01/2008	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

pto-sl@huschblackwell.com

Office Action Summary	Application No.	Applicant(s)	
	10/599,637	YOO, WON-SEOK	
	Examiner	Art Unit	
	MARCUS D. JONES	3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1) Responsive to communication(s) filed on 04 October 2006.
 2a) This action is **FINAL**. 2b) This action is non-final.
 3) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4) Claim(s) 1-5 and 8-22 is/are pending in the application.
 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
 5) Claim(s) _____ is/are allowed.
 6) Claim(s) 1-5 and 8-22 is/are rejected.
 7) Claim(s) _____ is/are objected to.
 8) Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9) The specification is objected to by the Examiner.
 10) The drawing(s) filed on 04 October 2006 is/are: a) accepted or b) objected to by the Examiner.
 Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
 Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
 11) The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
 a) All b) Some * c) None of:
 1. Certified copies of the priority documents have been received.
 2. Certified copies of the priority documents have been received in Application No. _____.
 3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)	4) <input type="checkbox"/> Interview Summary (PTO-413)
2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)	Paper No(s)/Mail Date. _____ .
3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date <u>IDS(4 October 2006)</u> .	5) <input type="checkbox"/> Notice of Informal Patent Application
	6) <input type="checkbox"/> Other: _____

DETAILED ACTION

Priority

1. Receipt is acknowledged of papers submitted under 35 U.S.C. 119(a)-(d), which papers have been placed of record in the file.

Claim Rejections - 35 USC § 103

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

2. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

3. **Claims 1-5, 8-18, and 20-22 are rejected under 35 U.S.C. 103(a) as being unpatentable over Oh (US PGPub 2005/0171998) in view of Farnham et al. (US PGPub 2005/0192097).**

In reference to claims 1 and 21, Oh discloses: a channel database for the channel database storing random channels for at least one game and data on game

rooms generated at the random channels (pg 2, par 27); a channel server for the channel server selecting one of the random channels in the channel database according to the respective users' game behavior pattern information stored in the user behavior pattern database, the channel server providing data on game rooms generated in the selected random channel, and the channel server controlling access to a selected game room when the user selects the game room (pg 3, par 38), a game server, the game server providing a game service to the users who have entered respective game rooms by the channel server (pg 2, par 29).

Farnham teaches: a user behavior pattern database for the user behavior pattern database storing at least one of behavior pattern classification reference for classifying user behavior patterns and game behavior pattern information on of the users (g 4, par 44); the game server determining game behavior patterns of the respective users who play the game by using the at least one behavior pattern reference stored in the user behavior pattern database, and the game server storing the determined game behavior patterns in the user behavior pattern database (pg 8, par 65).

It would have been obvious to a person having ordinary skill in the art to combine the teachings of Oh and Farnham to yield the predictable result of a game service system that has multiple gaming channels and rooms for a plurality of gamers that are matched to each other based on similar game play characteristics.

In reference to claim 2, Oh and Farnham teach all the elements of this claim. Farnham further teaches a user behavior pattern reference database for storing the at least one a plurality of behavior pattern classification references for classifying game

behavior patterns (pg 4, par 44); and a user behavior pattern information database for storing the behavior pattern classification information for respective users (pg 4, par 67).

In reference to claim 3, Oh and Farnham teach all the elements of this claim. Oh further teaches wherein the channel server controls access to the random channel for the users who have the same or similar game behavior patterns (pg 3, par 37).

In reference to claim 4, Oh and Farnham teach all the elements of this claim. Farnham further teaches creating a profile of users with a number of user parameters (pg 4, par 44). Farnham teaches using a category of whether the user is honest/trustworthy. It would have been obvious to a person having ordinary skill in the art to include game usage statistics and information about how a user wagers in a profile of the user for the purpose of matching the user with other users that have similar profiles.

In reference to claim 5, Oh and Farnham teach all the elements of this claim except for a channel reference active at a specific channel and a bet reference without bets when no compliant users are provided. Farnham teaches matching users with other users that have similar interest. It would have been obvious to a person having ordinary skill in the art to have a separate channel for those users who have been categorized as deceitful or untrustworthy to increase game security and excitement for other users. It would have also been obvious to a person having ordinary skill in the art at the time of the invention to restrict the wagering privileges of those users who are not trustworthy. For example, it is customary in a casino to remove a player that has been found to be cheating in turn revoking their betting privileges.

In reference to claim 8, Oh and Farnham teach all the elements of this claim. Oh further teaches wherein the channel database further stores a list of general channels for each channel and data on game rooms generated at the general channel (pg 2, par 27), and the channel server refers to the channel database and provides data on the general channel for each channel and game rooms generated at the general channel, and controls the user to play the game through the game server in the selected game room when the user selects a specific game room in the general channel (pg 1, par 7).

In reference to claim 9, Oh and Farnham teach all the elements of this claim. Oh further teaches wherein the channel server comprises: a channel displaying component, the channel displaying component displaying a channel display for entrance to a random channel to the user by referring to the channel database (pg 3, par 36); a game room displaying component, the game room displaying component displaying a list of game rooms in a determined random channel to the user by referring to the channel database when the random channel is determined by the random channel controller (pg 3, par 36); and a channel controller, the channel controller for controlling the user to enter the random channel and select and enter a game room in the corresponding channel by controlling the channel displaying component, the random channel controller, and the game room displaying component (pg 3, par 38).

Farnham further teaches a random channel controller, the random channel controller controlling the user to select and enter one of the random channels in the channel database according to the corresponding user's game behavior pattern stored

in the user behavior pattern database when the entrance to the random channel is selected through the channel displaying component, unit (pg 1, par 5 and pg 4, par 44).

In reference to claim 10, Oh and Farnham teach all the elements of this claim. Farnham further teaches wherein the random channel controller comprises: a user behavior pattern determination module the user behavior pattern determination module determining a game behavior pattern classification of the user having selected the random channel by referring to the user behavior pattern database (pg 4, par 44); and a channel determination module, the channel determination module determining a random channel that the corresponding user will enter from among the random channels in the channel database based on the users' behavior pattern classifications determined by the user behavior pattern determination module (pg 6, par 55).

In reference to claim 11, Oh and Farnham teach all the elements of this claim. Farnham further teaches a user behavior pattern monitoring module, the user behavior pattern monitoring module monitoring the users' behavior patterns of playing the game by referring to the respective behavior pattern references in the user behavior pattern database (pg 9, par 69); a user behavior pattern determination module, for the user behavior pattern determination module finally determining the respective users' behavior patterns of playing the game by using game behavior pattern information of the users monitored by the user behavior pattern monitor while the users play the game or when the game is over (pg 7, par 61); a user behavior pattern recording module, recorder for the user behavior pattern recording module storing the respective users' behavior

patterns of playing the game determined by the user behavior pattern determination module in the user behavior pattern database for the respective users (pg 9, par 67).

Farnham and Oh both teach a game controller, controlling the progress of the game by referring to a game rule established for each game so that the users may play the game, and controlling the respective users' behavior patterns of playing the game determined by the user behavior pattern monitor and the user behavior pattern determination module to be recorded in the user behavior pattern database through the user behavior pattern recording module while the users play the game or when the game is over (pg 7, par 61 and pg 5 par 64, respectively).

In reference to claim 12, Oh discloses c) displaying game rooms in the selected specific random channel to the user and controlling the user to select one of the game rooms (pg 3, par 36).

Farnham teaches a) determining a user's game behavior pattern for the game selected by the user (pg 7, par 61); b) selecting a specific random channel according to the determined game behavior pattern of the user (where the random channel cannot be directly selected by the user (pg 9, par 69); d) controlling users to play the game in the game room at the specific random channel selected by the user, and concurrently analyzing and recording game behavior patterns of users who play the game (pg 9, par 69).

It would have been obvious to a person having ordinary skill in the art at the time of the invention to combine the teachings of Oh and Farnham to yield the predictable

result of a game service that randomly matches players based on similar game play profile and constantly updates their profile.

In reference to claim 13, Oh and Farnham teach all the elements of this claim. Oh further discloses displaying a list of general channels for the game selected by the user and an entrance to the random channel (pg 3, par 36). Farnham further teaches receiving the user's game behavior pattern from a storage unit storing users' game behavior patterns when a display for the entrance to the random channel is selected by the user (pg 9, par 68).

In reference to claim 14, Oh and Farnham teach all the elements of this claim. Farnham further teaches wherein the step b) comprises selecting the random channel so that the users who have the same or similar game behavior patterns may enter the same random channel (pg 9, par 68).

In reference to claim 15, Oh and Farnham teach all the elements of this claim. Farnham teaches that if all the player spots have been filled that the matching process ends (pg 6, par 53). However, it would have been obvious to a person having ordinary skill in the art at the time of the invention to create a room for players that have not been matched to play together.

In reference to claim 16, Oh and Farnham teach all the elements of this claim. Farnham further teaches wherein one of random channels is automatically randomly selected when a plurality of random channels that the users who have the same or similar game behavior patterns have entered are provided (pg 9, par 69).

In reference to claim 17, Oh and Farnham teach all the elements of this claim.

Farnham further teaches wherein game behavior pattern information other than the user's game behavior pattern information used when the user have entered the random channel is used when the random channel for the user is selected (pg 9, par 69).

In reference to claim 18, Oh and Farmham teach all the elements of this claim.

Farnham further teaches wherein the step d) comprises: i) monitoring the users' game behavior patterns while the game is played (pg 9, par 69); ii) analyzing the users' game behavior patterns according to the monitored results when the game is over (pg 7, par 61); iii) determining the users' game behavior patterns according to the analysis results (pg 7, par 61); and iv) recording the determined users' game behavior patterns for the respective users (pg 9, par 67).

In reference to claim 20, Oh discloses c) displaying game rooms in the selected specific random channel to the user and controlling the user to select one of the game rooms (pg 3, par 36).

Farnham teaches a) determining a user's game behavior pattern for the game selected by the user (pg 7, par 61); b) selecting a specific random channel according to the determined game behavior pattern of the user (where the random channel cannot be directly selected by the user (pg 9, par 69); d) controlling users to play the game in the game room at the specific random channel selected by the user, and concurrently analyzing and recording game behavior patterns of users who play the game (pg 9, par 69). Farnham also teaches creating a profile of users with a number of user parameters (pg 4, par 44). Farnham teaches using a category of whether the user is

honest/trustworthy. It would have been obvious to a person having ordinary skill in the art to include game usage statistics and information about how a user wagers in a profile of the user for the purpose of matching the user with other users that have similar profiles.

It would have been obvious to a person having ordinary skill in the art at time of the invention to combine the teachings of Oh and Farnham to yield the predictable result of a game service that randomly matches players based on similar game play profile and constantly updates their profile.

In reference to claim 22, Oh and Farnham teach all the elements of this claim. Farnham further teaches where in the game server determines game behavior patterns of the respective users who have played the game (pg 8, par 65).

4. Claim 19 is rejected under 35 U.S.C. 103(a) as being unpatentable over Oh (US PGPub 2005/0171998) and Farnham et al. (US PGPub 2005/0192097) as applied to the claims above, and further in view of Rowe (US 6,645,077).

In reference to claim 19, Oh and Farnham teach all the elements of this claim except for recording and analyzing users' bets. Farnham further teaches determining the respective users' game behavior patterns to the analysis results (pg 7, par 61).

Rowe teaches recording and analyzing the amount of bets per game for a gaming terminal (col 9, ln 65 – col 10, ln 10).

It would have been obvious to a person having ordinary skill in the art at the time of the invention to combine the teachings of Oh, Farnham and Rowe to yield the

predictable result of a gaming service that includes a users' betting habits in their behavior pattern analysis.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to MARCUS D. JONES whose telephone number is (571)270-3773. The examiner can normally be reached on M-F 9-5 EST, Alternate Fridays off.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Xuan Thai can be reached on 571-272-7147. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Marcus D. Jones/
Examiner, Art Unit 3714
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Supervisory Patent Examiner, Art Unit 3714